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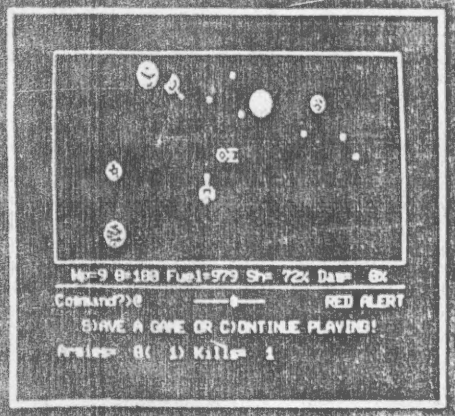

- Real-time play
- For ages 10 to adult
- High resolution graphics
- Adjustable difficulty level
- New save game feature

GALACTIC ATTACK

"Galactic Attack is one of those rare games that combines long range strategy and immediate arcade-type action."

SOFTALK

"[Galactic Attack] is not a quick, shoot-em-up game, but a campaign requiring quick reactions and careful planning."

CREATIVE COMPUTING

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A REAL-TIME SPACE WAR SIMULATION

SIR-TECH SOFTWARE INC.
6 MAIN STREET
OGDENSBURG, NEW YORK 13669
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Thank You for Purchasing GALACTIC ATTACK!

We take pride in the fact that we take all the time needed to insure that our programs are the finest of their kind. So we carefully tune and playtest them until they are "just right."

However, we realize that anything can be improved upon, and so if you come up with an idea for a change to the game, please write and let us know.

GALACTIC ATTACK

Written by Robert J. Woodhead

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SECOND EDITION

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Object of the Game

Galactic Attack is a dynamic, real-time simulation of Space War. You, the commander of the USS BLAISE PASCAL, have the difficult task of recapturing the planets of the solar system from the savage Kzanta Invaders.

Only the Earth and Luna remain free. Mercury, Venus, Mars, Ceres, Jupiter, Saturn, Uranus, Neptune and Pluto are garrisoned with Kzanta Troops.

To complete your mission, you must travel to the planets, strafe off enemy armies, and transport human armies to the planets to gain control of them. At the same time you must carefully conserve your resources in order to be able to fight off the Kzanta Star Marauders that try to destroy you.

Our Split-Second Software feature allo s your Apple to timeshare. Even as you are entering commands, the game is constantly updating the status of the "universe".

As *Galactic Attack* is a real-time game, indecision, especially in battle, can be fatal. The ability to coolly plunge into a maelstrom of enemy ships, torpedoes, and explosions is the mark of an experienced commander.

Kzanta Star Marauders, even though controlled by computer, make challenging opponents. Heuristic control routines enable them to attack, retreat, group for mass attacks, and attempt to evade your attacks. And their aim is deadly, as they calculate where your ship will be when their torpedoes hit you.

Be Warned: *Galactic Attack* is a game requiring both strategy and tactics to win. There is little chance that your ship can outfight many Kzantas. You will have to outsmart them instead.

Getting Started

To run *Galactic Attack*, place the diskette into drive 1, and "boot" your computer. On new Apples or IBM personal computers, this can be done by turning the computer OFF, and then turning it ON.

However, if you have one of the first Apples produced, you should boot *Galactic Attack* by:

Turning the computer on. The speaker will beep and an asterisk (*) prompt will appear.

Press 6, then CONTROL-P, then RETURN. This will cause the Apple to boot.

After about 15 seconds, the Title Page will plot. At the bottom of the page, the prompt

PRESS ANY KEY TO SET GAME PARAMETERS

will appear. When you are ready to start, press any key.

After you press a key to leave the title page, and before you are shown the parameters page, you will be asked

N)ORMAL, I)NTERMEDIATE or S)HORT GAME?

Select whether you want to play a normal game with all the planets, or intermediate game with a solar system extending out to Jupiter, or a short game with the solar system extending out to Mars. Just press N, I or S to select length of play.

Then you are asked

R)EGULAR or A)BBREVIATED EXPLOSIONS?

Normally, Torp explosions dissipate over several Tactical Scan replots. When you start playing the more difficult games, clouds of explosions can block your view of objects. Abbreviated explosions only plot in the replot they explode in. Just press R or A for explosion effect.

By pressing the @ key you engage the stasis field. The stasis field freezes the game until ESCape is pressed. This allows you to put it on hold while you eat or answer the phone. Additionally, when the STASIS FIELD is on, you can S)AVE A GAME or C)ONTINUE PLAYING. Pressing S will save your current game to disk, and pressing C will continue the current game. Only one game can be saved at any one time. To allow you to restart a saved game, when you leave the title page, you are asked N)EW or S)AVED GAME? Press N to start a new game, or S to restart your saved game. **Caution:** *Do not leave a picture frozen on your monitor for long periods of time. You may burn the picture image on your monitor. Please see manufacturer's recommendations for preserving your monitor.*

As you may notice, leaving the computer alone for a while when it is on the title pages causes it to go into a self playing demo mode. You can press ESCape to start playing yourself. However, if you press CTRL-K when on the title page, an uninterruptible demo mode will commence. This option is used by stores who wish to use *Galactic Attack* as a demo.

Game Parameters

There are six game parameters that you can set. Each is preceeded by a letter (a-f) which must be pressed to alter it.

To change a parameter, press its letter and type in the new value for that parameter. A range is specified for each and if you go outside it, the value will not be accepted.

The parameters are:

(A) **Maximum # Kzanta Ships (1-9)**
This is the maximum number of enemy ships that will be in the solar system at any time.

(B) **Damage to kill Kzanta (50-300)**
This is the amount of damage needed to kill an enemy ship. By comparison, only 100 "percent" damage is needed to kill your ship. However, you have one advantage in that your ship has a force shield device, which Kzantas lack.

(C) **Max Damage by Torpedo (10-100)**
This is the maximum damage a torpedo (Torp for short, and hereafter) can do to you. Actual damage is determined randomly when the Torp explodes. This is also the maximum damage your Torps do to Kzanta ships.

(D) **Torpedo Warp Factor (10-16)**
This is how fast Torps travel. By comparison, the maximum ship speed is Warp 9.

(E) ****Reset to original values****
Allows you to change your mind and go back to the original values we suggest.

(F) **To play with above parameters.**
Starts the game!

The Tactical Display

The tactical display is your ship's computer's way of showing you what the area around your ship looks like.

On the opposite page is a photograph of the display at one point in the game. The tactical display is always changing, even as you type, to reflect the movement of your ship and the actions of any enemy ships near you.

Parts of the display have been labeled. Below is a legend that explains the contents of the display.

As you become more proficient at *Galactic Attack*, you will be able to read the tactical display in a glance and act accordingly.

(A) The USS BLAISE PASCAL. Note that the ship points in the approximate direction you are travelling.

(B) Kzanta Star Marauders

(C) Torps you have launched

(D) Kzanta Torps

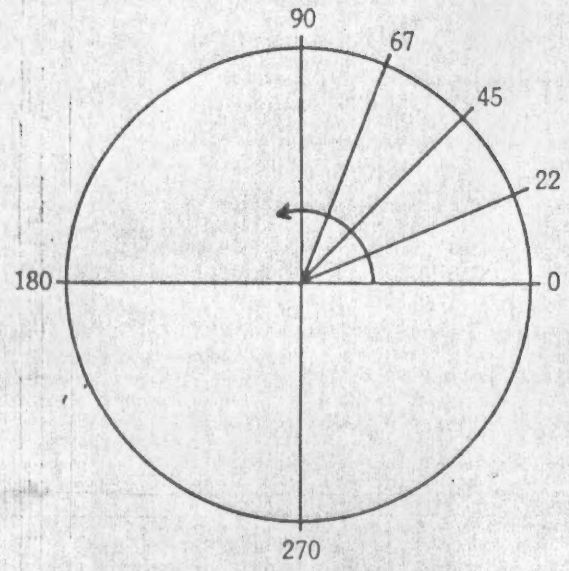
(E) A Planet

(F) The Status Line. It tells you what speed you are travelling at, the direction (Θ), fuel remaining, shield strength, and current damage.

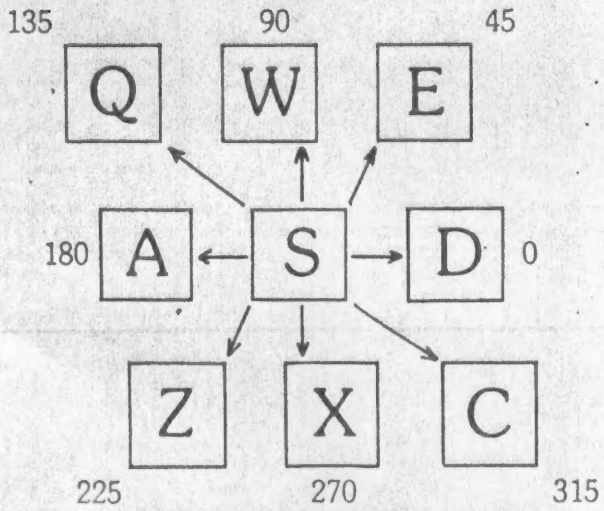
(G) The command prompt. Commands entered will appear here. Additional prompts may appear below it. The two lines below that are used for various Information displays.

(H) The ALERT warning. When the enemy ships are visible on your screen, you get a RED ALERT. When they are closing in, but off the screen, you get an ALERT.

(I) This line tells you hot many armies you are carrying, how many you can carry, and how many kills you have.



The Coordinate System



Operating Your Ship

To run your ship, you enter single letter commands via the keyboard. Some commands may request additional entries. For example, when changing your course, you will be asked the course you wish to move in.

On this and successive pages, each command will be detailed and explained. Read through these descriptions carefully, and try them during your first few games.

[Ø] [9] The keys from 0 to 9 are used to set the warp speed at which you wish to travel. The faster you go, the more fuel you use. Fuel is gradually replenished from your fusion reactors, but it is easy to use it up faster than it is generated.

[K] K lets you set your course (or Kourse?). A second prompt will appear below the main prompt, and you can type in your course, in degrees. After you have entered it, press RETURN to execute the command. Pressing RETURN without entering an angle will abort the command. If you make a mistake, BACKSPACE will erase digits one at a time.

As a special aid to entering often used courses, the keys surrounding S, as shown on the opposite page, allow you to enter angles quickly. For example, the keypress sequence

[K] [C] [RETURN]

is equivalent to the longer sequence

[K] [3] [1] [5] [RETURN]

You can also specify courses midway between two of these "letter" courses by entering a two letter course. Thus "WE" turns your ship to 67 degrees. Note that "EW" is the same as "WE". In addition, you can set your course to a planet by entering the first two letters of it's name. Thus KNE will set course to NEptune. Additionally, you can get info on, set course to, and shoot at the Nearest Kzanta ship. TNK would shoot a torp at the Nearest Kzanta . But remember, they dodge!

T actuates your primary weapons, Torps. You will be prompted for the direction in which to shoot a torp, and can enter an angle or use the shorthand. Torps cost 30 units of fuel to launch, and are only effective if they pass close to an enemy ship. When they do, they explode in a shower of sight and sound on your tactical display. If a torp manages to destroy a Kzanta, it will also explode.

Kzanta's Torps are just as dangerous as yours. In addition, Kzantas are deadly shoots with both torps and phasers.

P Phasers are your secondary weapons. They are more powerful, but are harder and more costly to use. They also have limited range. To fire phasers, you must enter the angle at which to shoot them in the long, exact form. You must be accurate. Phaser power and damage capability drop off as the range increases. But they are very handy for deadly, close in shots at enemies. Phasers cost 50 units per application.

I Enables you to get information about planets in the solar system. You will be prompted for the name of the planet on which you want information. Only the first two letters of its name are needed. Shown are range, bearing, number of armies and who occupies the planet.

! Starts the ship's crew on repairing your ship. During battle, some effort is made to repair the ship and its shields which may have been damaged. However, the repair mode lets you lick your wounds faster. When you enter repair mode, your shields go down, and your ship stops in space. Repairing and fueling rates double. As soon as your damage has been eliminated, you exit repair mode. A message "REPAIR" will appear in the lower right corner of the screen. "!" is used to reduce the chance of accidentally going into repair.

\+ Pressing + once starts your shields regenerating. Pressing + several times regenerates your shields faster but uses much more fuel than if pressed only once. The cost is 10 units of fuel per key press.

\- Drops your shields. This is needed for strafing and using the transporter device.

O Puts you in orbit around the closest planet if you are within 15 distance units. Orbiting planets friendly to you increases your fueling rate, while orbiting enemy planets causes them to shoot at you. You must be in orbit to strafe. Once in orbit you must go warp 4 or faster to break out of orbit.

S Allows you to strafe enemy armies. The number of armies killed depends on the number on the ground, and with three or less armies on a planet, strafing becomes impossible. Your shields must be down to strafe and thus you will sustain damage from the planet's defenses.

B Allows you to use your transporter beam. Depending on the number of kills, you will be able to carry from one to 10 armies on board. To get these armies you must beam them up from a planet controlled by you. Then, to conquer a planet, you must beam down more armies than currently exist on that planet, so that the remaining enemy armies are destroyed. Each army you beam down wipes out one enemy army and is itself decimated. If you have a choice between beaming up or down, you will be asked which you want to do. Then you will be asked how many you want to beam up or down. Enter the number, and if it is legal to do so, beaming will commence.

Beaming takes time, and thus during beaming; attacks can be made on your ship by planets and enemy ships. Armies use up fuel when you carry them, and carrying too many at a time can cause problems. Also, when three or more armies are on a planet, there is a chance that they will reproduce more armies. On the other hand, if there are few armies on a planet, there is a chance that remaining Kzanta troops will forment a revolt!

M This option lets you see more of the solar system than normally possible. Pressing M and then entering a number from 1 to 9 selects the amount of magnification desired. The normal Tactical scan is equivalent to magnification 1. When in magnification greater than 1, a reticule indicating the area shown at mag 1 will display on the tactical scan. Ships and Torps that would display on the normal tactical scan will automatically deactivate magnification without intervention. The N)ormal tactical scan command will also do this, and is equivalent to M1. Magnification is ideal for getting a global view of the solar system.

?/ Pressing ? or / will display the status of all the planets. Name, number of armies and the owner of the planet are shown. The game will freeze while you are looking at the display. This option is not available for the IBM PC.

Some Extra Info

A random time after you destroy the last Kzanta ship of a group, a new set will be generated. These usually come into being around enemy planets, and so you could be surprised by them with your shields down.

When new ships are generated, a message from Luna Command will be issued. Any command in progress (say a course waiting for an angle) will be aborted. However, the commands strafe and beam are never interrupted once strafing and beaming have commenced. The reason for this interruption is due to the fact that the various procedures used are only in memory when needed.

If you are having trouble winning, try playing with fewer or weaker enemy ships. And practice your Phaser angles! Playing against 1 ship (Parameter A) almost insures a win.

Do you have any exceptional programs you would like to market? If so, please get in touch with us. We would like to work with you to refine and sell your programs.

NOTES

NOTES

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